

Rock Raiders NTSC Meeting

Date 8/2/2000

- Put loading screens in blank sections. Could we improve the loading screens ?
- Change grey loading box, animate if necessary? Possibly remove the message and replace with text on the image instead.
- 'Study the picture' changed to 'loading' - this section possibly too long. Could use the loading screen for this. The sequence should be as follows
 - ❑ Generic loading screen whilst puzzle is loading
 - ❑ Display puzzle picture in metallic border after puzzle loaded. 'Loading' and loading bar should still be displayed.
 - ❑ 'Press X to scramble picture' and begin loading level
 - ❑ When level loaded 'Press START to begin'
- Levels are too blocky - Use modmaps carefully. Can be time consuming. GW7 to do this. Check to see if there are any collision issues.
- Beef up SFX for more satisfying experience. Some pickups are currently weedy clicks. Bigger, fatter sounds. Frequency could pitch up for multiple pickups.
- Multiple pickups instead of single ones for greater reward.
- Teleporting out at the end for greater sense of achievement.
- Switch audio tracks on success if available.
- Fix crash bug. If a single character is required then he is always available and never in sick bay. Even if lost in the previous level.
- Could redesign levels so that fewer webs are necessary, hence speeding things up.
- Collision problems due to radial collision on square boxes. Best to keep radius large, but will lead to greater incidences of collision.
- (GW7) Two player level problems. Redesign so that you don't have two large vehicles on the level. We cannot zoom out further without slowdown implications. (one land based, one flying or two flying)
- Two player levels - multiple crystals, dynamite even better. Red crystal at end to mark the end of the level. Check at the end to see who has the most crystals/dynamite. If dynamite used there is the on screen record of amount collected.
- Try out archways (GW7 could utilise them sparingly in areas where game play would not be affected.
- Credits to change. Also should only play through once.
- GW7 to adjust levels so jumps may be more easily achieved.
- Respawn skips, then make them non-essential. Better still make them twice as durable, and still be essential
- Compound perhaps should be COMBO.